



Star Wars CCG Collecting Encyclopedia Version 1.0 (Released October 2014)

PART ONE: Products and Releases

- Expansions and Set Information [2 – 16]
- Promotional & Boutique Sets [17 – 24]
- Misprints, Variations, and Easter Eggs [25 – 28]
- Over (and under)-sized Cards [29]

PART TWO: Tournament Prize Support

- Foils [30 – 31]
- T-Shirts [32 – 33]
- Other Tournament Collectibles [34]

PART THREE: Advertising

- Banners & Posters [35 – 37]
- Sale Sheets [38 – 39]
- Print Campaigns [40] (“If it’s in your head, it’s in here!” [41 – 44])

PART FOUR: Other Promotional Materials

- Corporate promotions [45]
- Magazine promotions [46]
- Magazine covers [47 – 48]

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Premiere

Limited Edition (Black Border): Released December 1995

- Booster Packs (MSRP \$3): 15 cards (4 Uncommons, 1 Rare, 10 commons)
- Booster Boxes: 36 booster packs
- Starter Set (MSRP \$9.95): 60 cards (30 per side), including 2 rare cards
 - 14 Uncommons (7 Light Side, then 7 Dark Side)
 - 2 Rares (1 Light Side, then 1 Dark Side)
 - 1 Rule Book
 - 44 Commons (22 Light Side, then 22 Dark Side)
- Starter Set Boxes: 12 Starter Sets



Unlimited Edition (White Border): April 1996

This was a re-release of the Limited Set, but with a White Border. A few cards were revised:

- ☐ Electrobinoculars (*correctly placed the deploy cost and use cost in its game text*)
- ☐ Tatooine: Lars' Moisture Farm (*removed Owen Lars from game text*)
- ☐ Black 2 (*added rule about requiring a pilot to use*)
- ☐ Black 3 (*added rule about requiring a pilot to use*)
- ☐ Vader's Custom TIE (*added rule about requiring a pilot to use*)

Japanese Edition

Released in Limited Edition (black border) format only.

- Booster pack: 15 cards (4 uncommons, 1 rare, 10 commons)

Set Information: 324 Cards (162 Dark Side cards and 162 Light Side cards)

- 108 Rares (54 for each side)
 - 30 R1s per side (appear on the Rare Sheet twice)
 - 24 R2s per side (appear on the Rare Sheet four times)
- 108 Uncommons (54 for each side)
 - 30 U1s per side (appear on the Uncommon Sheet twice)
 - 24 U2s per side (appear on the Uncommon Sheet four times)
- 108 Commons (54 for each side) (this sheet was a different size than the other 2 – it was 9x11)
 - 10 C1s per side (appear on the Common Sheet once)
 - 43 C2s per side (appear on the Common Sheet twice)
 - 2 C3s (Stormtrooper and Rebel Trooper appear on the Common Sheet three times)





Premiere Dark Side Rare (left and above) and Uncommon (lower left) sheets: 12 x 13, 156 cards total

Premiere Dark Side Common (lower right) sheet: 9 x 11, 99 cards total





Premiere Light Side Rare (left) and Uncommon (lower left) sheets: 12 x 13, 156 cards total

Premiere Light Side Common (lower right) sheet: 9 x 11, 99 cards total





A New Hope

Limited Edition (Black Border): Released July 1996

- Booster Packs (MSRP \$3): 15 cards (4 Uncommons, 1 Rare, 10 Commons)
- Booster Box: 36 booster packs and a fold-out Rules Supplement/Card List

Revised Unlimited Edition (White Border): Released September 1998

- Booster Packs (MSRP \$2.50): 9 cards (5 Commons, 3 Uncommons, 1 Rare)
- Booster Box: 30 booster packs and a fold-out Rules Supplement/Card List



This was a re-release of the Limited Set, but with a White Border. Many cards had the 'revised' text reflecting the rules overhaul from Special Edition.



Japanese Release

Released in Limited Edition (black border) format only.

Set Information: 162 Cards (81 Light Side cards and 81 Dark Side cards)

- 54 Rares (27 for each side)
 - 15 R1s per side (appear on the Rare Sheet 4 times)
 - 12 R2s per side (appear on the Rare Sheet 8 times)
- 54 Uncommons (27 for each side)
 - 15 U1s per side (appear on the Uncommon Sheet 4 times)
 - 12 U2s per side (appear on the Uncommon Sheet 8 times)
- 54 Commons (27 for each side)
 - 5 C1s per side (appear on the Common Sheet 2 times)
 - 21 C2s per side (appear on the Common Sheet 4 times)
 - 1 C3 per side (Imperial Squad Leader and Rebel Squad Leader appear on Sheet 6 times)



The Dark Side rare sheet (left) (12 x 13, 156 rares)



A New Hope Proof Sheet (above): prototype version of cards (note Commence Primary Ignition and Dianoga with Effect templates, Ghhhk/Undercover each with a destiny 4, This Is Some Rescue with a destiny 5, etc.)

Limited Edition (Black Border) Released November 1996

- Booster Packs (MSRP \$3): 15 cards (4 Uncommons, 1 Rare, 10 Commons)
 - 1 “Decipher Insert” card

Revised Unlimited Edition (White Border) Released September 1998

- Booster Packs (MSRP \$2.50): 9 cards (5 commons, 3 uncommons, 1 rare)
- Booster Box: 30 booster packs and a fold-out Rules Supplement/Card List

This was a re-release of the Limited Set, but with a White Border. Many cards had the ‘revised’ text reflecting the rules overhaul from Special Edition.

Japanese Release

Released in Limited Edition (black border) format only.

Set Information: 162 Cards (81 Light Side and 81 Dark Side)

- 54 Rares (27 for each side)
 - 15 R1s per side (appear twice on the R sheet)
 - 12 R2s per side (appear 4 times on the R sheet)
- 54 Uncommons (27 for each side)
 - 15 U1s per side (appear on the Uncommon Sheet 2 times)
 - 12 U2s per side (appear on the Uncommon Sheet 4 times)
- 54 Commons (27 for each side)
 - 5 C1s per side (appear on the Common Sheet 2 times)
 - 21 C2s per side (appear on the Common Sheet 4 times)
 - 1 C3 per side (Echo Base Trooper/Snowtrooper appear on sheet 6 times)

Above: insert card from Limited Edition Packs.

Below: the rare sheets (10 x 8, 78 rares, with 30 R1s, 48 R2s and 2 blank spots).





Dagobah

Limited Edition (Black Border) Released April 23, 1997

- Booster Packs (MSRP \$2.50): 9 cards (5 Commons, 3 Uncommons, 1 Rare, 1 "Decipher Insert" card)
- Booster Box: 60 booster packs and a fold-out Rules Supplement/Card List

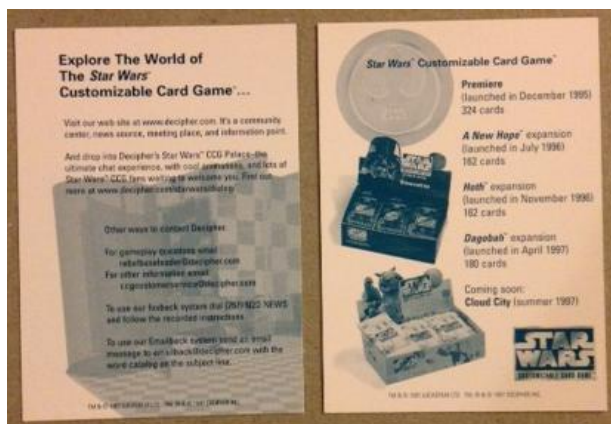
Revised Unlimited Edition (White Border) Released December 1999

- Booster Packs (MSRP \$2.50): 9 cards (5 Commons, 3 Uncommons, 1 Rare)
- Booster Box: 30 booster packs and a fold-out Rules Supplement/Card List

This was a re-release of the Limited Set, but with a White Border. Most cards featured 'revised' text reflecting the rules overhaul from Special Edition (e.g. "Adds 2 to the power of anything he pilots" would replace "Adds 2 to the power of any starship he pilots" on many cards).

Set Information: 180 Cards (90 Dark Side and 90 Light Side)

- 80 Rares, 50 Uncommons, and 50 Commons
- Each card appeared an equal number of times on its respective sheet



The insert (front and back) that was inside the limited edition booster packs, after the rare card.



Cloud City

Limited Edition Released November 1997

- Booster Packs (MSRP \$2.50): 9 cards (5 commons, 3 Uncommons, 1 Rare).
- Booster Box: 60 Booster Packs and a fold-out Rules Supplement/Card List

Set Information: 180 cards (90 Dark Side and 90 Light Side)

- 80 Rares, 50 Uncommons, and 50 Commons
- Each card appeared an equal number of times on its respective sheet



The common sheets (10 x 10, 100 total cards; each common appeared four times).





Jabba's Palace

Limited Edition Released April 1998

- Booster Packs (MSRP \$2.50): 9 cards (5 Commons, 3 Uncommons, and 1 Rare).
- Booster Box: 60 Booster Packs and a fold-out Rules Supplement/Card List

Set Information: 180 Cards (90 Dark Side and 90 Light Side)

- 80 Rare, 50 Uncommons, and 50 Commons
- Each card appeared an equal number of times on its respective sheet



Above: Rare sheets (10 x 8, 80 rares, each card appears twice)





Special Edition

Limited Edition Released November 1998

- Booster Packs (MSRP \$2.50): 9 cards (5 Commons, 3 Uncommons, 1 Rare).
- Booster Box: 30 Booster Packs
- Starter Decks: 1 Dark Side version, 1 Light Side version
 - 60 Cards for the respective allegiance
 - 22 Fixed Cards
 - 22 Common Cards (random)
 - 14 Uncommon Cards (random)
 - 2 Rare Cards (random)
 - Rules Booklet (2.0)
 - Glossary
- Starter Deck Boxes: 12 Starter Decks
 - 6 Starter Decks per side



Set Information: 324 Cards (162 Dark Side and 162 Light Side)

- 120 Rares, 80 Uncommons, 80 Commons, and 44 Fixed cards
- Each card appeared an equal number of times on its respective sheet



Dark Side Fixed Sheet (10 x 11, 110 cards, the same 22 Fixed cards repeated in the same pattern for five full sets of Fixed cards for the respective side).



Endor

Limited Edition Released June 30, 1999

- Booster Packs (MSRP \$2.50): 9 cards (5 Commons, 3 Uncommons and 1 Rare (or 1 Foil)).
- Booster Box: 30 Booster Packs and a fold-out Rules/Supplement/Card List

Set Information: 180 cards (90 Dark Side and 90 Light Side) + 18 Foils (9 per side)

- Standard set: 80 Rares, 50 Uncommons, and 50 Commons (*each card appeared an equal number of times on its respective sheet*)



Above: the rare sheets (10 x 8, 80 rares, each card appears on the sheet two times)



- Foil Subset: 18 Foils (*replaced the rare card in approximately 1 out of every 9 packs*)
 - 8 Common Foils (appear on the sheet 18 times each)
 - ☐ Biker Scout Trooper
 - ☐ Elite Squadron Stormtrooper
 - ☐ Endor: Landing Platform (Docking Bay) (Dark Side)
 - ☐ Speeder Bike
 - ☐ Endor: Ewok Village
 - ☐ Ewok and Roll
 - ☐ Ewok Glider
 - ☐ Paploo
 - 6 Uncommon Foils (appear on the sheet 8 times each)
 - ☐ Early Warning Network
 - ☐ Hot Pursuit
 - ☐ Main Course
 - ☐ Chewbacca of Kashyyyk
 - ☐ Daughter of Skywalker
 - ☐ Endor Celebration
 - 4 Rare Foils (appear on the sheet 4 times each)
 - ☐ Tempest 1
 - ☐ Tempest Scout 4
 - ☐ General Solo
 - ☐ Threepio



Above: Endor Foil Sheets (10 x 10, 100 Foils – CFs appear 18 times, UF's appear 8 times, RFs appear 4 times)



Death Star II

Limited Edition Released July 19, 2000

- Booster Packs (MSRP \$3.29): 11 cards (7 Commons, 1 Rare, 3 Uncommons).
- Booster Box: 36 packs
- Pre-Constructed Decks (MSRP \$10.95): 60 fixed cards and 1 Death Star II Rule Book per side
 - Printed on two separate 11 x 11 sheets that contained the respective deck twice, with one blank spot in the middle of the sheet
 - Light Side Deck: 60 fixed cards, including:
 - ❑ Admiral Ackbar (Exclusive rare)
 - ❑ General Solo ("2000 ©")
 - ❑ Chewbacca of Kashyyyk ("2000 ©")
 - Dark Side Deck: 60 fixed cards, including:
 - ❑ Admiral Piett (Exclusive rare)
 - ❑ Tempest 1 ("2000 ©")
 - ❑ Tempest Scout 4 ("2000 ©")



Set Information: 182 Cards (91 Dark Side and 91 Light Side)

- 2 Ultra Rare (Emperor Palpatine and Luke Skywalker, Jedi Knight appear on the Rare sheet twice)
- 80 Rares (each appears on the Rare sheet 3 times except: Strike Planning, You Must Confront Vader, That Thing's Operational, and Flagship Operations, which each appear 4 times)
 - *Admiral Piett and Admiral Ackbar appear only on the pre-constructed sheet, noted above*
- 50 Uncommons and 50 commons





Tatooine

Limited Edition Released May 2001

- Booster Packs (MSRP \$3.29): 11 cards (1 Rare card and a mixture of 10 common, uncommon, checklist, and rules cards).
- Booster Box (30 Booster Packs)

Set Information: 90 cards (45 Light Side and 45 Dark Side) + 6 Rules cards + 2 Checklist cards

- 30 Rares, 30 Uncommons, and 30 Commons (*the commons and uncommon were on the same 11 x 11 sheet; the commons appeared 4-5 times and uncommons appeared 3 times*)
- 3 Rules cards (*each appeared once on both of the non-rare sheets, meaning each had a Dark Side version and a Light Side version, making 6 different cards*)
- 2 Checklist cards (*one for each side, appeared twice on its respective non-rare sheet*)
- 9 Alternate Image cards (*replaced the 'standard image' version 1 out of every 4 times*)
 - ☐ Aurra Sing
 - ☐ Darth Maul
 - ☐ Sebulba
 - ☐ Watto
 - ☐ Obi-Wan Kenobi, Padawan Learner
 - ☐ Padme Naberrie
 - ☐ Qui-Gon Jinn
 - ☐ Qui-Gon Jinn's Lightsaber
 - ☐ Threepio With His Parts Showing



Above: the rare sheets (11 x 11, 121 rares; most Rares appeared 8 times; those rares with Alternate Images appeared 6 times as the standard image, 2 with the Alternate Image; Boonta Eve Podrace appeared 9 times on each sheet).



Coruscant

Limited Edition Released August 2001

- Booster Packs (MSRP \$3.29): 11 cards (1 Rare card and a mixture of 10 common, uncommon, checklist and rules cards).
- Booster Box (30 Booster Packs)

Set Information: 180 cards (90 Light Side and 90 Dark Side) + 6 Rules/Checklist cards

- 60 Rares, 60 Uncommons, and 60 Commons (*as with the Tatooine expansion, the Uncommons and Commons were on the same sheet*)
- 3 Rules cards (double-sided, with no back or allegiance on any)
- 4 Checklist cards (2 per side, each single sided, printed with the respective allegiance card back)
- 9 Alternate Image cards (*replaced the 'standard image' version 1 out of every 4 times*)
 - ☐ Darth Maul, Young Apprentice
 - ☐ Maul's Sith Infiltrator
 - ☐ The Phantom Menace
 - ☐ Mace Windu
 - ☐ Master Qui-Gon
 - ☐ Queen Amidala, Ruler of Naboo
 - ☐ Senator Palpatine
 - ☐ Supreme Chancellor Valorum
 - ☐ Yoda, Senior Council Member





Theed Palace

Limited Edition Released November 2001

- Booster Packs (MSRP \$3.29): 11 cards (1 Rare card and a mixture of 10 common, uncommon, checklist and rules cards).
- Booster Box (30 Booster Packs)



Set Information: 120 cards (60 Light Side and 60 Dark Side) + 2 Rules/Checklist cards

- 40 Rares, 40 Uncommons, and 40 Commons
- 2 Checklist/Rules cards (double-sided cards featuring both a checklist and a rules side)
- 9 Alternate Image cards (*replaced the 'standard image' version approximately 1 out of every 4 times*)
 - ☐ Darth Sidious
 - ☐ Nute Gunray, Neimoidian Viceroy
 - ☐ Rune Haako, Legal Counsel
 - ☐ Artoo, Brave Little Droid
 - ☐ Boss Nass
 - ☐ General Jar Jar
 - ☐ Mace Windu, Jedi Mater
 - ☐ Panaka, Protector Of The Queen
 - ☐ Queen Amidala





Reflections Sets

Reflections: A Collector's Bounty: Released January 12, 2000

- Booster Packs of 18 cards (MSRP \$4.95)
 - 17 completely random cards from Premiere thru Special Edition of all rarity levels
 - 1 foil card exclusive to the Reflections set

General pack break-down: 3 Special Edition cards, 4 Jabba's Palace cards, 3-4 Cloud City cards, 1-2 Limited Premiere cards, 2 Unlimited Premiere cards, the foil card, with final 3 cards being 1 card from A New Hope, Hoth (white border or black bordered) or Dagobah.

- Booster Box: 30 Booster Packs
 - 1 Oversized objective box topper:
 - ☐ Mind What You Have Learned/Save You It can
 - ☐ Hunt Down And Destroy the Jedi/Their Fire Has Gone Out Of The Universe

Set Information: 114 Foil Cards

- 87 Very Rare Foils (44 Dark Side, 43 Light Side)
- 25 Super Rare Foils (12 Dark Side, 13 Light Side)
- 2 Ultra Rare Foils (1 Dark Side, 1 Light Side) (each appeared once on only 1 of its 2 respective sheets)
 - ☐ Darth Vader
 - ☐ Luke Skywalker



Above: 2 of the 4 Foil Sheets (10 x 10, 100 Foils per sheet; each side had two separate sheets)

Reflections II: Expanding the Universe: Released January 10, 2001

- Booster Packs of 18 cards (MSRP \$4.95)
 - 15 random cards from Premiere thru Endor of all rarity levels
 - 1 foil card
 - 2 Premium cards (*generally* 1 “combo” card and 1 “Expanded Universe” card)



General pack breakdown: 6 random cards (*usually* 3x WB Premiere, 3x Jabba's Palace), 1 foil, 3 random cards (*generally* Cloud City), 2 premium cards, 1 Japanese card, 5 random cards (*generally* 3x Special Edition, 2x WB Premiere)

- Booster Box: 30 Booster Packs.
 - Rules Sheet and Card list
 - 1 “box topper” foil per box
 - ❑ Boba Fett With Blaster Rifle
 - ❑ Han With Heavy Blaster Pistol
 - ❑ Leia With Blaster Rifle
 - ❑ Obi-Wan With Lightsaber
- Case: 6 Booster Boxes
 - ❑ Japanese Darth Vader foil



Set information

- 54 Premium Cards (27 for each side)
 - 28 “Expanded Universe” cards (14 per side)
 - 26 “Combo” cards (13 per side)
- 100 Foils (not including the box topper or case topper foils above) (50 for each side)
 - 34 Very Rare Foils (appear 3 times on the foil sheet) (19 Dark Side and 15 Light Side)
 - 56 Super Rare Foils (appear 2 times on the foil sheet) (28 per side)
 - 4 Ultra Rare Foils (appear 1 time on the foil sheet)
 - ❑ Emperor Palpatine
 - ❑ Lord Vader
 - ❑ Mara Jade, The Emperor's Hand
 - ❑ Luke Skywalker, Jedi Knight

Note: the box and case toppers were printed on the foil sheets with the other foils from their respective allegiance and appear as frequently as the “Super Rare Foils.” The sheet also contained one “blank” spot. Accordingly, it mathematically would take 230 packs to obtain one complete “cut set” of foils.





Reflections III: Released October 31, 2001

- Booster Packs (18 cards) (MSRP \$4.95)
 - 14 completely random cards from Premiere thru Endor of all rarity levels
 - 1 Reflections III foil card
 - 3 Reflections III Premium cards
- Booster Box (30 Booster Packs)
 - Rules Supplement and Card List



Set Information

- 100 Premium cards (50 Dark Side and 50 Light Side)
 - All cards appeared on the rare sheet three times, except certain defensive shields (generally the ones that had already appeared in the game as effects), which appeared only twice
- 100 Foils (50 Dark Side and 50 Light Side)
 - 42 VRF (21 per side) (appear 3 times on foil sheet)
 - 54 SRF (27 per side) (appear 2 times on foil sheet)
 - 4 URF (2 per side) (appear 1 time on foil sheet)
 - ❑ Darth Maul, Young Apprentice (AI)
 - ❑ P-59
 - ❑ Qui-Gon Jinn (AI)
 - ❑ Threepio With His Parts Showing (AI)

Note: the Episode I Tournament Foils (Darth Maul With Lightsaber and Qui-Gon Jinn With Lightsaber) were printed on the Reflections III foil sheets as well.



Enhanced Sets

Enhanced Premiere: Released November 1998

- Enhanced Premiere Packs (MSRP \$14.95)
 - 1 Premium card, in a die-cut box and viewable at time of purchase
 - 4 Premiere Unlimited Booster Packs
- Enhanced Premiere Boxes (12 Enhanced Premiere Packs)
 - ☐ Darth Vader with Lightsaber (3 packs per case)
 - ☐ Luke With Lightsaber (3 packs per case)
 - ☐ Boba Fett With Blaster Rifle (2 packs per case)
 - ☐ Obi-Wan With Lightsaber (2 packs per case)
 - ☐ Han With Heavy Blaster Pistol (1 pack per case)
 - ☐ Leia With Blaster Rifle (1 pack per case)

Note: later boxes contained 2 of each EPP Pack, rather than the 3/2/1 distribution



Enhanced Cloud City: Released December 8, 1999

- Enhanced Cloud City Pack (MSRP \$14.95)
 - 3 Premium Cards, in a die-cut box so first card viewable at time of purchase
 - 4 Cloud City Booster Packs
- Enhanced Cloud City Boxes (contained 3 of each of the 4 ECC Packs listed below)
 - ☐ Boba Fett In *Slave One* (with 4-LOM With Concussion Rifle and Any Methods Necessary)
 - ☐ Lando With Blaster Rifle (with Z-95 Bespin Defense Fighter and This Deal is Getting Worse All The Time/Pray I Don't Alter It Any Further)
 - ☐ IG-88 With Riot Gun (with Dengar In *Punishing One* and Crush The Rebellion)
 - ☐ Chewie With Blaster Rifle (with Lando In *Millennium Falcon* and Quiet Mining Colony/Independent Operation)



Enhanced Jabba's Palace: Released January 12, 2000

- Enhanced Jabba's Palace Pack (MSRP \$14.95)
 - 3 Premium Cards, in a die-cut box so first card viewable at time of purchase
 - 4 Jabba's Palace Booster Packs
- Enhanced Jabba's Palace Boxes (contained 3 of each of the 4 EJP Packs listed below)
 - ☐ Boushh (with Zuckuss In Mist Hunter and Court Of The Vile Gangster)
 - ☐ Mara Jade, The Emperor's Hand (with Bossk With Mortar Gun and You Can Either Profit By This...)
 - ☐ Master Luke (with Dengar With Blaster Carbine and IG-88 In *IG-2000*)
 - ☐ See-Threepio (with Jodo Kast and Mara Jade's Lightsaber)





Anthologies & Two-Player Games

First Anthology: Released May 1997

Contents held within an 800-count card box

- 2 Premiere Starter Decks (Unlimited Edition)
- 2 A New Hope booster packs (Limited Edition)
- 2 Hoth booster packs (Limited Edition)
- 1 Jedi Pack
- 6 Preview cards (white bordered) from the Special Edition expansion (3 Dark Side and 3 Light Side):
 - ☐ Boba Fett
 - ☐ Death Star Assault Squadron
 - ☐ Jabba's Influence
 - ☐ Commander Wedge Antilles
 - ☐ Hit And Run
 - ☐ X-wing Assault Squadron



Second Anthology: Released July 1998

Contents held within an 800-count card box

- 2 Dagobah Booster Packs (Limited Edition)
- 2 Cloud City Booster Packs (Limited Edition)
- 8 Premiere Unlimited Booster Packs
- 6 Preview cards (white bordered) (3 Dark Side and 3 Light Side):
 - ☐ Flagship Operations
 - ☐ Sarlacc
 - ☐ Thunderflare
 - ☐ Mon Calamari Star Cruiser
 - ☐ Mon Mothma
 - ☐ Rapid Deployment



Third Anthology: Released June 14, 2000

Contents held within an 800-count card box

- 1 LS Special Edition Starter Deck
- 1 DS Special Edition Starter Deck
- 2 Jabba's Palace Booster Packs
- 2 Premiere Booster Packs (Unlimited Edition)
- Special Edition Glossary
- Special Edition Rules Booklet
- Checklist of all SWCCG cards published to date
- 6 Exclusive Premium cards (1 Dark Side, 5 Light Side):
 - ☐ Set Your Course For Alderaan/The Ultimate Power In The Universe
 - ☐ A New Secret Base
 - ☐ Artoo-Detoo in Red 5
 - ☐ Echo Base Garrison
 - ☐ Massassi Base Operations/One In A Million
 - ☐ Prisoner 2187



Parker Bros. Introductory Games

These two sets were distributed by Parker Bros. and were intended as a jumping off point to get new players into the game. They contained a larger rules book, two very basic pre-constructed decks (one for each side) that contained weak versions of main characters, intended to be playable against one another right out of the box. The sets also contained one booster pack from the respective set.

Premiere Introductory Two-Player Game: Released February 1996

Contents

- Pre-constructed Dark Side Deck with 3 exclusive cards:
 - ☐ Vader
 - ☐ Vader's Obsession
 - ☐ Death Star: Docking Control Room 327
- Pre-constructed Light Side Deck with exclusive cards:
 - ☐ Luke
 - ☐ Run Luke, Run!
 - ☐ Death Star: Level 6 Core Shaft
- Premiere booster pack (most boxes contained an Unlimited booster, a few contained a Limited pack)
- Larger Rules Book



Note: This was also the only place to get the 'uncorrected' Electrobinoculars (middle, below) and Tatooine: Lars' Moisture Farm as white bordered cards.



Japanese Release

Included the same contents as the English version. It is also the only place to find the white bordered cards in the set in Japanese.



The Empire Strikes Back Introductory Two-Player Game: Released March 1997

Contents

- Pre-constructed Dark Side deck with 3 exclusive cards:
 - ☐ Veers
 - ☐ Imperial Walker
 - ☐ Hoth: Mountains; Walker Garrison
 - Pre-constructed Light Side deck with 3 exclusive cards:
 - ☐ Chewie
 - ☐ Rebel Snowspeeder
 - ☐ Lone Rogue
 - Hoth expansion Booster Pack (Limited Edition)
 - Large Rules Book (*later versions also contained a book with sample game narration and checklist*)
- Note: This was the only place to get the Jedi Pack Leia as a white-bordered card*



Japanese Release

Included the same premiums as the English version. It is also the only place to find the white bordered cards in the set in Japanese.



Sealed Decks

Official Tournament Sealed Deck: Released May 1998

Contents held within a 300-count card box

- 4 Premiere Unlimited booster packs
- 1 A New Hope Limited booster pack
- 18 Exclusive Premium cards (*9 Light Side, 9 Dark Side*)
- Boxes concealed so topper could not be seen at time of purchase
 - ☐ Boba Fett
 - ☐ C-3PO
 - ☐ Darth Vader
 - ☐ Jabba The Hutt
 - ☐ Leia
 - ☐ Luke Skywalker



Jabba's Palace Official Tournament Sealed Deck: Released October 25, 2000

Contents held within a 300-count card box:

- 6 Jabba's Palace booster packs
- 20 Exclusive Premium cards (*10 Light Side, 10 Dark Side*)
- Boxes concealed so topper could not be seen at time of purchase
 - ☐ Bib Fortuna
 - ☐ Chewbacca
 - ☐ Gammorean Guard
 - ☐ Han Solo (frozen in carbonite)
 - ☐ Lando
 - ☐ Salacious Crumb





Promotional Cards

Jedi Pack: Released April 1996

- Available through Decipher employee promotional appearances, magazine inserts (Scrye #18 – Feb. 1997), mail-away requests and included in the First Anthology
- 11 Shrink-wrapped Premium cards (5 Dark Side, 5 Light Side, 1 Game Aide with a Dark Side back)
 - ☐ Dark Forces
 - ☐ Eriadu
 - ☐ Gravity Shadow
 - ☐ Motti
 - ☐ Tarkin
 - ☐ For Luck
 - ☐ Han
 - ☐ Leia
 - ☐ Luke's T-16 Skyhopper
 - ☐ Tedn Dahai
 - ☐ Hyperoute Navigation Chart



Rebel Leader Cards: Released April 1996

- Distributed through Decipher appearances, magazine inserts (Scrye 4.2 – June 1997), and mail-away requests
- 2 Shrink-wrapped Premium cards
 - ☐ Gold Leader in Gold 1
 - ☐ Red Leader in Red 1



Misprints, Variations, and Easter Eggs

“Premiere Blue”

- During the Premiere limited-printing, the yellow ink on some of the sheets had dried up, causing some of the cards to appear more blue than normal



Blank Cards

- Starting with the Hoth expansion, occasionally there would be a few “blank” slots on the rare sheet whenever that sheet did not have a card printed in every available slot. This would result in a card being printed (and cut) that had the same card back as the others on the sheet, but the front was completely black (or completely white depending on the set).
- Although Decipher tried to take these cards out of the pool once they were cut, occasionally they would find their way into booster packs.
- There were completely white versions with both Dark Side and Light Side card backs, as well as completely black versions with each card back.

“Dark Side Back/Light Side Cards”

- A test-run was ordered by Decipher for a Hoth printing, during which somehow the 27 Light Side rares ended up having Dark Side backs. Although never released to the public, some have found their way into the secondary market.

R-3PO (Hoth):

- Redemption program: customers who sent in their copy of R-3PO (with the incorrect image of K-3PO) received a shrink-wrapped version of R-3PO with the correct picture.

Asteroid Sanctuary (Dagobah):

- Reprinted version with errata (available through the mail and included in Scrye 4.4 – November 1997), originally distributed in a shrink-wrapped pack.



Dodge (Cloud City):

- Appeared on the Common sheet 4 times, twice with correct text and twice with last word missing



Japanese Releases

Several of the Japanese printings contained errors.

- ☐ Help Me Obi-Wan Kenobi (Premiere): all were printed on an effect template
- ☐ Bespin Motors Void Spider THX 1138 (A New Hope): some were printed without a forfeit number
- ☐ Snowtrooper Officer (Hoth): some were printed without a card title
- ☐ E-web Blaster (Hoth): some were printed without a card title



Easter Eggs

At times the card creators (or art department) would add additional flavor or inside jokes to the card lore or card images. While they have no impact on game play, here is a list of some of the “Easter Eggs” contained on the cards. *SOURCE:* [More information can be found here](#).

- [Gravel Storm](#) (Premiere): “This Card Rocks” appears near copyright information
- [Bespin Motors Void Spider THX 1138](#) (A New Hope): title is homage to George Lucas film, *THX1138*
- [Dark Waters](#) (A New Hope): an Ewok doll is in the water in the top right of the picture
- [Defel](#) (A New Hope): Wolfman Jack’s radio call signals hidden within Defel’s shoulder pads
- [Death Star: Trench](#) (A New Hope): “The Art of Great Games” written within the texture of the trench
- [Hyperwave Scan](#) (A New Hope): there is a tic-tac-toe game in the image
- [Luke’s Hunting Rifle](#) (A New Hope): A can of Campbell’s Cream of Womp Rat Soup is on the shelf
- [M-HYD ‘Binary’ Droid](#) (A New Hope): the copyright is written in binary
- [Retract The Bridge](#) (A New Hope): “Vertigo” written in the lights
- [Scanner Techs](#) (A New Hope): WBN (radio station from Lucas’s *Radioland Murders*) in background
- [Sensor Panel](#) (A New Hope): dial “A New Hope;” [also](#) the card back images both appear on the panel
- [Tzizvvt](#) (A New Hope): alien icon has multiple eyes
- [Undercover](#) (Light Side) (A New Hope): “Good Evening” written near the Hitchcock-type silhouette
- [Yavin 4: Briefing Room](#) (A New Hope): additional people added (including Warren Holland)
- [You’re All Clear, Kid!](#) (A New Hope): Decipher’s street address number used on
- [Hoth Booster Box package](#) (Hoth): Mon Calamari Star Cruiser image added to the side
- [Crash Landing](#) (Hoth): *Crash* author J.G. Ballard’s name written on side of snowspeeder
- [Death Mark](#) (Hoth): skull hidden inside the effect icon
- [Debris Zone](#) (Hoth): snowman hidden in the shrapnel
- [Deflector Shield Generators](#) (Hoth): geodesic inventor B. Fuller’s name appears in columns
- [Evacuation Control](#) (Hoth): Decipher’s homepage is on the monitor
- [Frozen Dinner](#) (Hoth): fork, knife and spoon are frozen inside the ice
- [FX-7 \(Effex-Seven\)](#) (Hoth): fish are in the bacta tank
- [Furry Fury](#) (Hoth): Indiana Jones’s bullwhip is hanging from Han’s hip
- [Major Bren Derlin](#) (Hoth): Lore references another John Ratzenberger role (Cliff Clavin from *Cheers*)
- [Responsibility Of Command](#) (Hoth): chains appear in middle of card image
- [Snowtrooper](#) (Hoth): Imperial icon is a snowflake
- [Tauntaun Bones](#) (Hoth): xylophone sticks are sticking up in the snow
- [Tauntaun Handler](#) (Hoth): “Wilbur” (from *Mr. Ed* television show) written in tauntaun’s horns
- [WED-1016 ‘Techie’ Droid](#) (Hoth): copyright is in binary
- [You Have Failed Me For The Last Time](#) (Hoth): image of the Heimlich maneuver in background
- [4-LOM](#) (Dagobah): 4-LOM has tattoos on his knuckles meaning “for love of money”
- [Astromech Translator](#) (Dagobah): screen has a quote from *2001: A Space Odyssey*
- [At Peace](#) (Dagobah): there is a peace sign inside the effect icon
- [Han’s Toolkit](#) (Dagobah): there is a Cloud City booster pack inside the toolbox
- [He Is Not Ready](#) (Dagobah): there is a chia-pet in the background
- [Imbalance](#) (Dagobah): the interrupt icon and expansion set icon are tilted 45 degrees
- [Landing Claw](#) (Dagobah): *The Hitchhiker’s Guide to the Galaxy* character is star destroyer’s texture
- [Lost In Space](#) (Dagobah): robot hidden inside effect icon
- [Rogue Asteroid](#) (Dagobah): potato image in asteroid field
- [Smuggler’s Blues](#) (Dagobah): card title and lore are a play on Glenn Frey’s song of the same name
- [Visored Vision](#) (Dagobah): “Blues Bros.” appears near copyright

- [Bionic Hand](#) (Cloud City): \$6,000,000 etched inside hand (lore is reference to Six Million Dollar Man)
- [Cloud City Sabacc](#) (Dark Side) (Cloud City): Transamerica building is in the background
- [Cloud City Sabacc](#) (Light Side) (Cloud City): Washington DC monuments in background
- [Dismantle On Sight](#) (Cloud City): crate the Nazis used in Raiders of the Lost Ark is in background
- [Force Field](#) (Cloud City): Stir Crazy rulebook is on the dining room table
- [Old Pirates](#) (Cloud City): skull and crossbones near the destiny number
- [Sonic Bombardment](#) (Cloud City): "THX" appears in the shadows
- [Tibanna Gas Miner](#) (Cloud City): mining tools etched in the glass
- [We're The Bait](#) (Cloud City): fishing hook hidden inside the effect icon
- [Weather Vane](#) (Light Side) (Cloud City): rooster weather vane hanging upside on the right
- [Abyssin](#) (Jabba's Palace): the alien icon has one eye
- [Attark](#) (Jabba's Palace): a Hoover vacuum appears below the copyright
- [Cane Adiss](#) (Jabba's Palace): a spot is in the shape of Virginia (where Decipher was located)
- [Hutt Smooch](#) (Jabba's Palace): "xoxo" hidden in the interrupt icon
- [Ree-Yees](#) (Jabba's Palace): the alien icon has three eyes
- [Skull](#) (Jabba's Palace): crossbones near the destiny
- [Someone Who Loves You](#) (Jabba's Palace): heart appears near the lore
- [Strangle](#) (Jabba's Palace): Jabba's eye in the expansion icon is rolled up to the top of his head
- [Death Star Assault Squadron](#) (Special Edition): permanent pilot icon is Darth Vader
- [Watch Your Step](#) (Reflections II): "The Art of Great Games" is written in aurebesh
- [Bravo Fighter](#) (Theed Palace): permanent pilot icon is Anakin Skywalker

Over and Under-sized Cards

Various odd-sized cards available thru either gaming magazine promotions or at as [Decipher Store Giveaways](#) at gaming conventions for customers that spent over \$20 at the Decipher store

Oversized Cards:

- ❑ Princess Leia Organa (InQuest promotion; not as large as box topper or Decipher Store promotions)
- ❑ Mind What You Have Learned/Save You It Can (Reflections box topper)
- ❑ Hunt Down And Destroy The Jedi/Their Fire Has Gone Out Of The Universe (Reflections box topper)
- ❑ Aurra Sing (AI) (Decipher Store Giveaway)
- ❑ Mara Jade, The Emperor's Hand (Decipher Store Giveaway)
- ❑ [Mara Jade & Corran Horn & Tallon Karrde](#) (Decipher Store Giveaway)
- ❑ Boba Fett (Cloud City): (Promotional sticker from Scrye 5.2 - June 1998).



Undersized Cards:

- ❑ R'Kik D'nec, Hero Of The Dune Sea (Promotional card for Endor expansion. Available from InQuest magazine. Entire card was regular card size, but the R'Kik portion was perforated and could be 'punched out')



Tournament & Promotional Foils

Tournament foils are foilized versions of non-rare cards that were given out to tournament directors, who then gave one to the winner of their tournament and the other to a random participant in that tournament. Each month a new card was rotated into the program, with one leaving, meaning that a card was initially available for two months, with one usually being Light Side and one Dark Side. After the program ended, the tournament foils were still used as prize support, however without being confined to the original release schedule.

Various other foils have been made as incentives for players, retailers, and distributors to buy products.

(Note: although the Decipher website is no longer functioning, the original links to that page are still being provided for posterity.)

2000 DecipherCon Promotional Foils (one given to those who pre-registered for DecipherCon 2000)

- ☐ Corellian Corvette
- ☐ Imperial-Class Star Destroyer

Battle Of Endor Closed Environment Tournament Foils

- ☐ A Few Maneuvers
- ☐ Dark Maneuvers
- ☐ Battle Plan
- ☐ Battle Order

Episode I Closed Environment Tournament Foils

- ☐ Qui-Gon Jinn With Lightsaber
- ☐ Darth Maul With Lightsaber



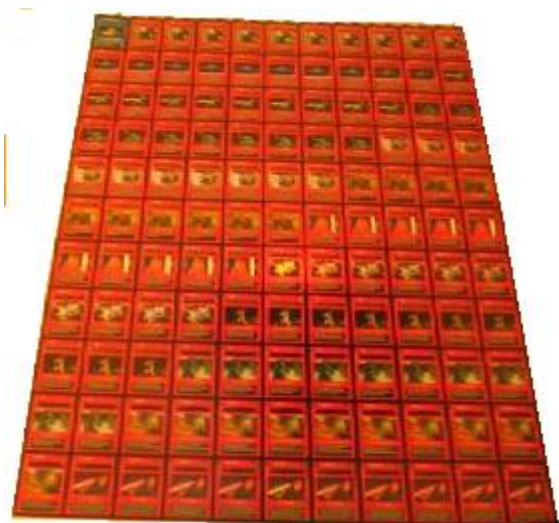
Tournament Foils

Dark Side:

- ☐ Alter: October/November 2001
- ☐ Ghhhk: November/December 2001
- ☐ Imperial Decree: February/March 2001
- ☐ Imperial Arrest Order: August/September 2001
- ☐ Masterful Move: January 2001; April/May 2002
- ☐ Monnnok: March/April 2002
- ☐ Sense: April/May 2001
- ☐ Twi'lek Advisor: June/July 2001

Light Side:

- ☐ Alter: March/April 2001
- ☐ Grimtaash: January/February 2002
- ☐ Houjix: February/March 2002
- ☐ Insurrection: September/October 2001
- ☐ It Could Be Worse: July/August 2001
- ☐ Sense: December 2001/January 2002
- ☐ Snowspeeder: May/June 2001
- ☐ The Signal: January/February 2001; May/June 2002



Above: *The Dark Side Tournament Foil sheet, including the very-rare Imperial-class Star Destroyer*

2000 State Champion Foils *(awarded to State Champions in an exclusive binder)*

- ☐ Masterful Move
- ☐ The Signal
- ☐ Imperial-Class Star Destroyer
- ☐ You Are Beaten

2000 State Runner-up Foils *(awarded to the runner-up in an exclusive binder)*

- ☐ Masterful Move
- ☐ The Signal
- ☐ Corellian Corvette
- ☐ You Are Beaten

2001 World Championship Open Qualifier Tournament Foil *(given to top 75 placers at each open)*

- ☐ Rebel Barrier

Wrapper Redemption Foils *(given to customers that mailed in 30 wrappers from specified set)*

- ☐ You Are Beaten (Death Star II: 11/00)
- ☐ Imperial Barrier (Reflections II: 6/01) *(Also available by purchasing a box of a Reflections product from Decipher's Online Store)*
- ☐ Masterful Move (Reflections II: 6/01)

Distributor/Retailer Foils *(given to distributor and retailers who purchased a case of a specified set)*

- ☐ Imperial Barrier (Distributor: Death Star II: 12/00)
- ☐ Clash Of Sabers (Retailer: Death Star II: 11/00)

T-Shirts

General Facts

- Most were given out at prize support for tournaments as early as 1996
- Generally had a picture of the card on the front with the SWCCG Logo and “The Force Is With You” on the back, and a SWCCG logo on the sleeves
- Produced mostly on white cotton and in XL size; some were XXL, other sizes made in rarer quantities
- For more information, please check out [the posts by Jim Colson et al on the PC Forums](#)

Card T-Shirts

- ☐ Darth Vader (Premiere) (2 versions: border blended with card art, and reprint-black border)
- ☐ Obi Wan Kenobi (Premiere) (2 versions: silver border and reprint black border)
- ☐ Leia Organa (Premiere)
- ☐ Grand Moff Tarkin (Premiere) (TD Only)
- ☐ R2-D2 (A New Hope)
- ☐ General Veers (Hoth)
- ☐ Yoda (Dagobah)
- ☐ C-3PO (Premiere) (1996© Worlds only) (later reprinted for tournaments with 1998©)
- ☐ Millennium Falcon: (1996© Worlds & web contest winners)(later reprinted for tournaments w/1998©)
- ☐ Jabba the Hutt (Jabba's Palace)
- ☐ Shawn Valdez (Hoth) (Shawn Valdez Memorial Tournaments only)
- ☐ Luke Skywalker (Premiere) (Mentor Tournament Series winner; only 80 made)
- ☐ Gift of the Mentor (Premiere) (Mentor Tournament Series mentor; only 80 made)
- ☐ Boba Fett (CC) (Cloud City tournament; series only 200 made)
- ☐ Darth Vader, Dark Lord of the Sith (SE) (Bespinn & Beyond Tournament; 200 made)
- ☐ Emperor Palpatine (DS2) (DS2/Endor Tournament Series TDs & DCon 2000; only 100 made)
- ☐ Lord Vader (DS2) (DecipherCon 2000, 2002 Tournament winners; only 100 made)
- ☐ Luke Skywalker, Jedi Knight (DS2) (DecipherCon 2000, 2002 Tournament winners; only 100 made)

Event T-Shirts

1998:

- ☐ SWCCG Finalist White T-shirt (two were given to all 55 worlds qualifiers)
- ☐ Black Decipher Customizable Card Group: given to volunteers doing SWCCG, YJ, JK & ST demos
- ☐ Official Tournament Sealed Deck pre-release (white shirt with Rebel logo and “1998 Pre-Release Tournament Winner” on front; SWCCG logo and “Official Tournament Sealed Deck” on back)

1999:

- ☐ SWCCG Finalist Black T. only 120? made (for all worlds qualifiers)
- ☐ Black Decipher Demo Crew 1999: Given to Volunteers doing SWCCG, YJ, JK & ST Demos at Cons.
- ☐ Black Long Sleeved Shawn Valdez '99: Given to TDs, Buyers, donators during the SV Fundraisers
- ☐ Black 'DecipherCon '99' attendee shirt
- ☐ Black 'DecipherCon '99' STAFF shirt (given to all staffers including Volunteers)
- ☐ WHITE Decipher Tournament Director. 1 was sent to all new 1999/2000 SWCCG TDs.

2000:

- Tan 'DecipherCon2K Staff T. (given to all staffers including Volunteers)
- DecipherCon 2K attendees T.

2008:

- LS Mara Jade (two were given at the 2008 MPC to Sealed Deck team tournament winners)



Other Tournament Collectibles

Pins:

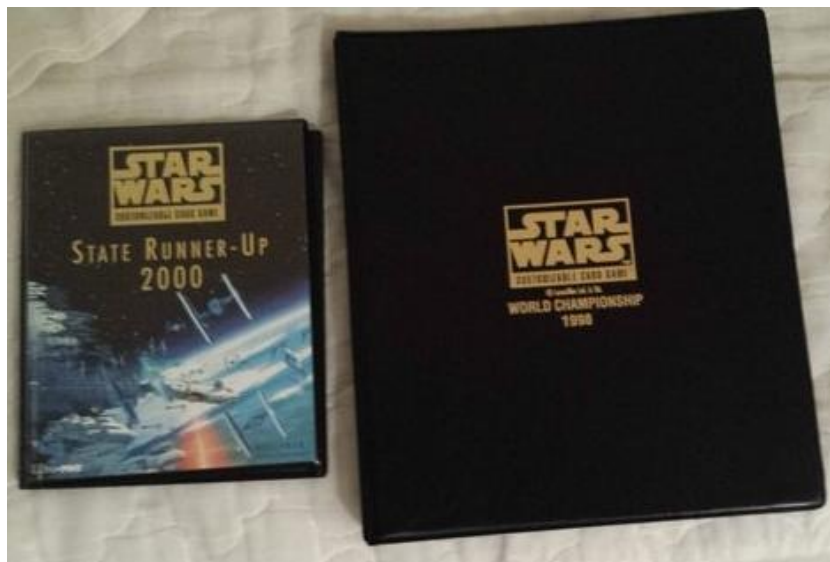
- Standard tin pins with a tab that folded in place
- Often given away for free at early tournaments
- One featured the Imperial card back logo; the other the Rebel card back logo

Keychain

- Tournament promotion with SWCCG logo and “A Force To Be Reckoned With”



Binders (given out as prize support for higher-level tournaments)



Tournament Trophies (“Glass”)



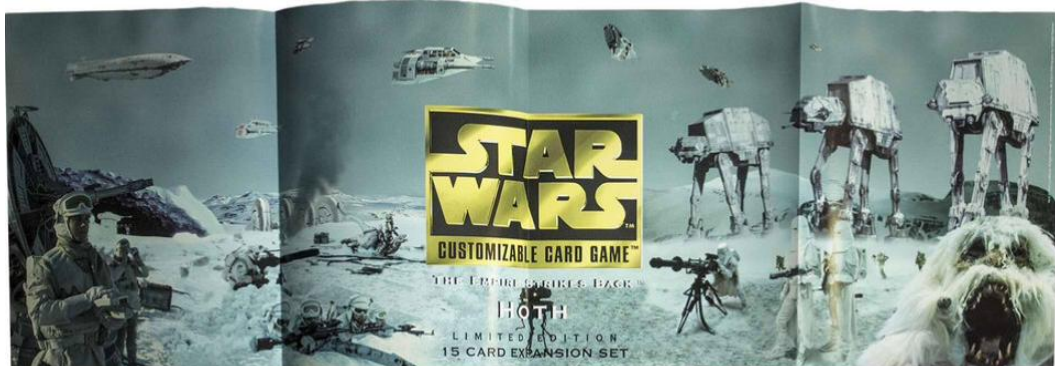
Bags (various styles were made, including ones for being a product champion or squadron member, or for participating in/winning certain high-level tournaments or championships, including one designed to hold an Anthology box)

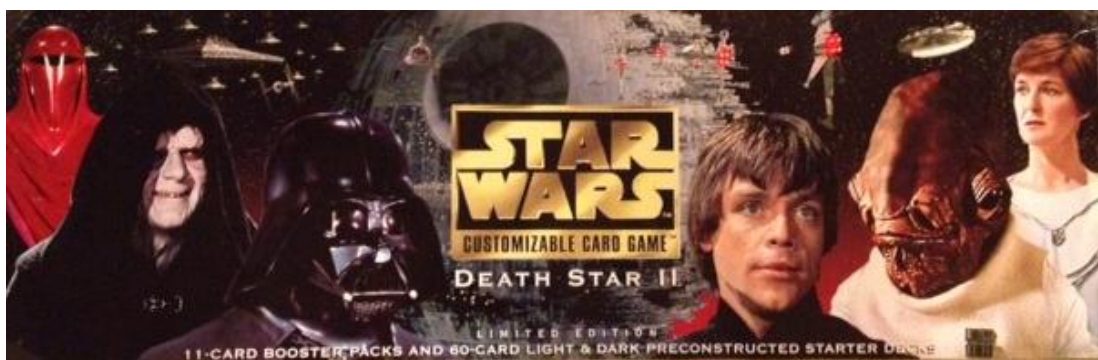
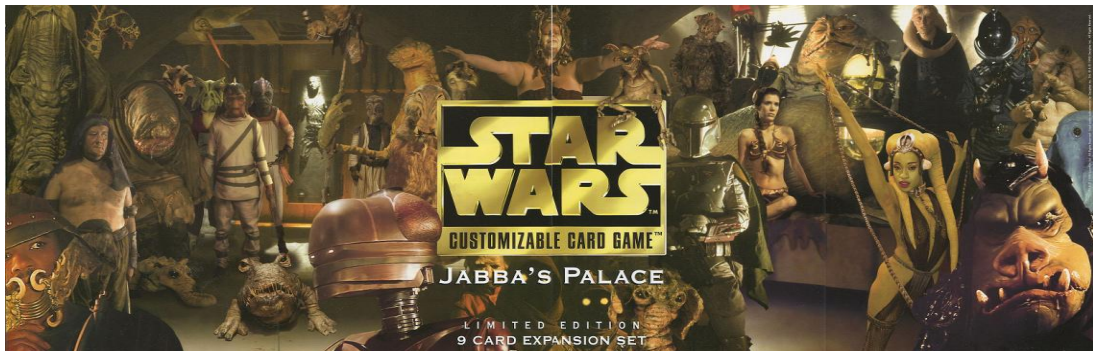


Banners & Posters

Four-panel Posters

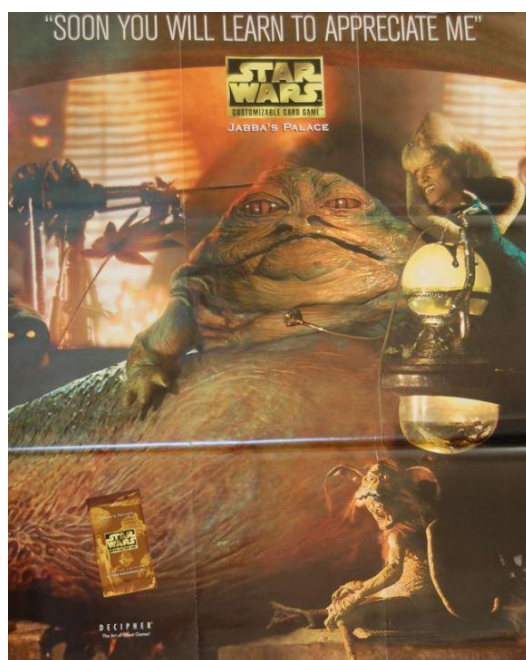
- Released for every set from Premiere through Death Star II
- The Premiere poster has a blank back, while all others contain a checklist of the cards from that expansion on the back (the Death Star II poster also contains a pre-constructed deck list)





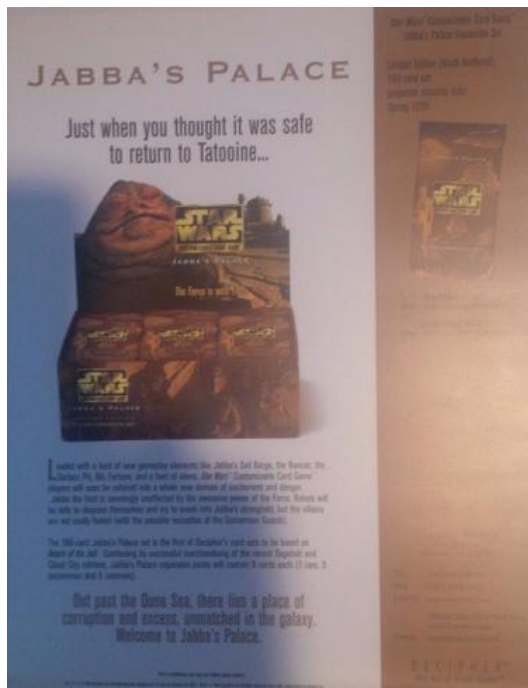
Nine-panel posters:

- Only released for the following four expansions (backs were all white)



Sale Sheets

These were promotional flyers that were sent to retailers as a preview of the newest expansion to get them to order the product. It is often how the stores knew certain facts about the sets prior to Decipher releasing them publicly. The sheets are a standard printer-page size.



STAR WARS® CUSTOMIZABLE CARD GAME™

TATOOINE™



TATOOINE INTEGRATES THE ORIGINAL TRILOGY AND PREQUEL WITH INCREDIBLE GAMEPLAY...

Since the day the *Star Wars* Customizable Card Game was introduced, it has been a tremendous success. Expansion by expansion, this game presented the entire original *Star Wars* trilogy to the CCG world. The Tatooine Limited Edition Expansion takes the next step in the evolution of gameplay!

Approximately one third of this 16-card expansion is from the original trilogy and the majority of Tatooine is based on *Star Wars* Episode I: *The Phantom Menace*. It incorporates many of the exciting elements from the Episode I installment of the *Star Wars* saga - Darth Maul, Anakin Skywalker, Qui-Gon Jinn, Sebulba, Podracing (a new twist for potentially all existing deck types), the Darth Maul/ Qui-Gon Jinn confrontation, the battle for victory at the Podrace Arena and more... The classic cards for this set add key elements to existing strategies and bring back some previously popular game strategies. Gamers and collectors will want all of these cards!

- An exciting integration of the original *Star Wars* trilogy and Episode I
- All-new 30-card expansion (approximately 80 Episode I and 20 Classic cards)
- Exciting new gameplay!
- Compatible with the Classic *Star Wars* CCG (Not compatible with Young Jedi™).
- 11 card Boosters, 30 Boosters per display, 12 displays per case.

There's much, much more to come for the *Star Wars* Customizable Card Game!

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Star Wars Customizable Card Game™
TATOOINE
Limited Edition Expansion Set
Product No. 449

MSRP: \$3.29 Pack

11-card packs
30 packs per display
12 displays per case

UPC: 0 45748-10440-5 Pack
0 45748-10441-2 Display

ISBN: 1-58236-440-0 Pack
1-58236-441-9 Display

DECIPHER®
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DECIPHER®
The Art of Great Games™

STAR WARS® CUSTOMIZABLE CARD GAME™

ENHANCED JABBA'S PALACE™



Return to Tatooine and explore the dark recesses of Jabba's Palace...

The *Star Wars* Customizable Card Game™ will soon have another exciting new product - *Enhanced Jabba's Palace*.

Four different *Enhanced Jabba's Palace* packages will be available. Each of the four will contain its own unique set of 3 new & exclusive black-bordered cards and 4 Jabba's Palace black-bordered Booster Packs. Each EJP box will have a die-cut front, revealing the featured card, so that you will see which of the 4 EJPs you are getting. The cards will be bounty hunters, a main character or two and a few cards designed to boost other Jabba's Palace cards. This set also will contain the elusive Mara Jade - the most requested character from the *Star Wars*™ novels.

This new product offers novice players an excellent introduction to this expansion set with one quick purchase and offers existing players an opportunity to boost the power of their decks.

- 11 new & exclusive premium cards (3 in each EJP)
- Instant access to the Jabba's Palace expansion
- Enhances the Jabba's Palace expansion
- Mara Jade
- 4 different EJPs

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Star Wars Customizable Card Game™
ENHANCED JABBA'S PALACE™
Product No. 432

MSRP: \$14.95 ea.
12 EJPs per display
6 displays per case

UPC: 0 45748-10433-0 (each)
0 45748-10433-7 (display)

ISBN: 1-58236-432-X (each)
1-58236-433-8 (display)

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STAR WARS® CUSTOMIZABLE CARD GAME™

THEED PALACE™



ENHANCE THEED PALACE TO WIN!

The *Star Wars* Customizable Card Game takes a monumental leap forward with the *Theed Palace Limited Edition Expansion*. This set expands with all-new "must have" main character cards, new themes, sites, and objectives to form one of the most exciting new expansions for the *Star Wars* CCG.

This 100-card expansion is the 3rd set that merges the timelines of Episode I with the classic trilogy. *Theed Palace* focuses around the scenes and climactic events shown in the finale of *Star Wars* Episode I: *The Phantom Menace*. While the Gungans fight a losing battle against the superior number of battle droids and tanks, the Queen and her select security volunteers attempt to re-take her Theed Palace from its Separatist captives. Meanwhile, a battle rages in space as droid starfighters swarm to protect the droid control ship and penetrate the Ruban starfighters (and their mystery pilot).

Here's your chance to get two of the potentially most powerful cards ever introduced to the *Star Wars* CCG - *Darth Maul* with *Lightsaber* and *Jedi* with *Lightsaber*. Reveal and re-create their exciting confrontation! Will your outcome be the same as in the movie? Also look for Darth Sidious, a new version of Mace Windu, the Gungans, Naboo, Separatists with their mechanized armies, and the introduction of the city of Otoh Gunga, our first unknown location!

- New deck themes and new objectives
- Episode I is now fully integrated into the core *Star Wars* CCG
- Exciting new gameplay!
- Compatible with the Classic *Star Wars* CCG (Not compatible with Young Jedi™ or Jack Knights™)
- Episode I only decks are now truly a force to be reckoned with!

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Star Wars Customizable Card Game™
THEED PALACE™
Limited Edition Expansion Set
Product No. 406

MSRP: \$3.29 Pack

11-card packs
30 packs per display
12 displays per case

UPC: 0 45748-10436-4 Pack
0 45748-10437-0 Display

ISBN: 1-58236-436-2 Pack
1-58236-437-0 Display

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Official Star Wars Web Site
www.starwars.com

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and order yours today.

DECIPHER®
The Art of Great Games™

Print Campaigns

Images from Decipher ads ran in gaming magazines such as *Scrye* or *Inquest* or the *Star Wars Insider*.



A New Hope
"You're approaching a Rebel base.
What's your next move?"



Hoth
"Don't get left out in the cold."



Parker Bros. Premiere 2 player
"Rebels Outnumbered.
Vader Approaching.
Hit the Deck."

“If it’s in your head, it’s in Here” campaign



Dagobah – March 1997:

- Pull the plug on the Emperor’s hologram
- Command IG-88 to delete Han Solo’s files
- Give Vader something to think about in his mediation chamber
- Sign up for Jedi night courses
- Play chicken with an asteroid
- Send a few of your favorite bounty hunters to pay Luke a visit
- Flirt with a princess HINT: they have a soft spot for scoundrels
- Try Yoda’s stew – It contains 8 essential snakes and varmints
- Settle a disagreement with a high-yield proton bomb
- Face your fears with a blaster carbine
- Give a space slug indigestion
- Arm Yoda with a concussion grenade
- Parallel park the super star destroyer *Executor*
- Send someone a Mynock (they make great gifts)
- Teach Chewbacca how to use the Force instead of his biceps



Cloud City – Fall 1997

- Have your ugnights kick some Jawa butt
- Mine for Tibana – it’s a gas gas gas!
- Deploy Leia without her buns
- Give Lando a few problems of his own
- Ask dad if you can borrow the cloud car
- Tell Boba Fett to bounty hunt THIS!
- Help Han gain a little weight with a revolutionary new freezing process
- Win your opponent’s sandcrawler in a game of sabacc. It will make a great RV!
- Help Threepio rest in pieces
- Send Luke down the tubes
- Show R2-D2 a shockingly good time with a scomp link
- Ignore Yoda’s advice and confront Vader prematurely
- Whack Lobot with a restraining bolt



Jabba's Palace – Spring 1998

- Be Jabba's kind of scum... Fearless and Inventive
- Tease your opponent with Salacious Crumb (oooh-ah-hahahaha!)
- Get the band back together, man!
- Take your opponent's sail barge for a joy ride
- Sit, Bubo sit. Good dog
- Deploy a kitonak, or a weequay, or a baragwin, or a gran, or a skrilling, or a whipid, or a quarren, or... oh just deploy them all!
- This little gamorrean went to Mos Eisley, this little gamorrean stayed home
- Squeeze Jabba into a card sleeve
- Yank Leia's chain
- Get Jabba off his hut with a thermal detonator
- Reduce your opponent's deck to bantha fodder
- Make a grown rancor keeper cry

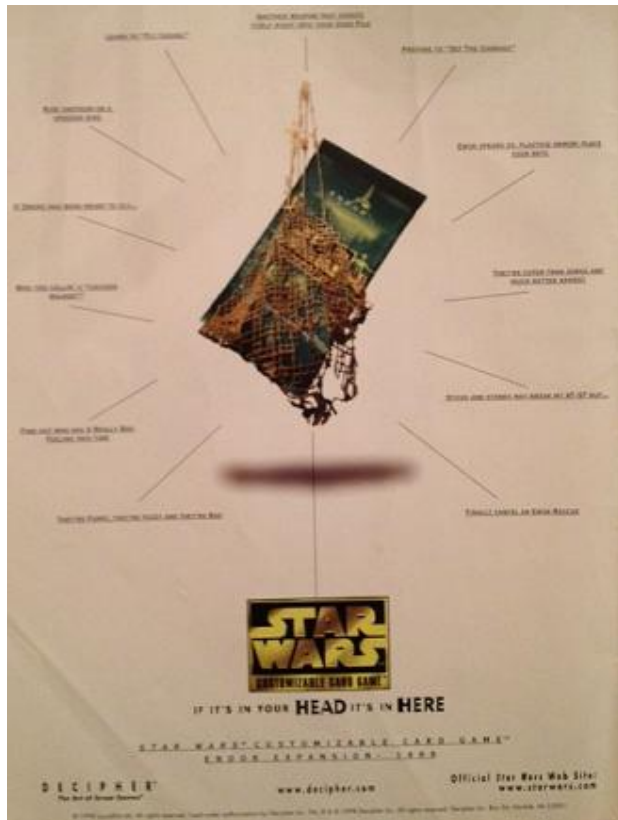


Special Edition

"You have only begun to discover your power." – Darth Vader

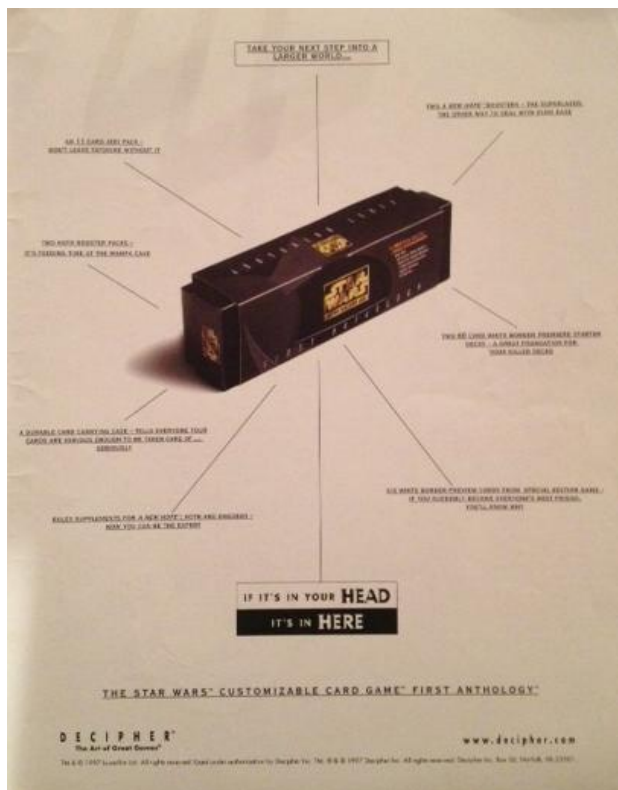
Available this fall: Limited Edition 9-Card expansion packs, 60-Card light side starters, 60-Card dark side starters

- The rules, version 2.0. Reading them is the fastest way to become a 'know-it-all'
- Float a refinery at the new, improved Cloud City
- Dewbacks! They're here...
- TIE Fighters. It's a black TIE affair
- Swoops. New toys in the sandbox
- Over 300 cards make this the largest Star Wars CCG expansion to date
- New versions of the main characters. You can never get enough of a good thing
- Dark Side starters. Light Side starters. Choose your weapon
- A new card type. Turn your strategy around
- Visit Coruscant, the Emperor's back yard and learn to play Star Wars CCG
- New to the game? Starter decks can be played out of the box



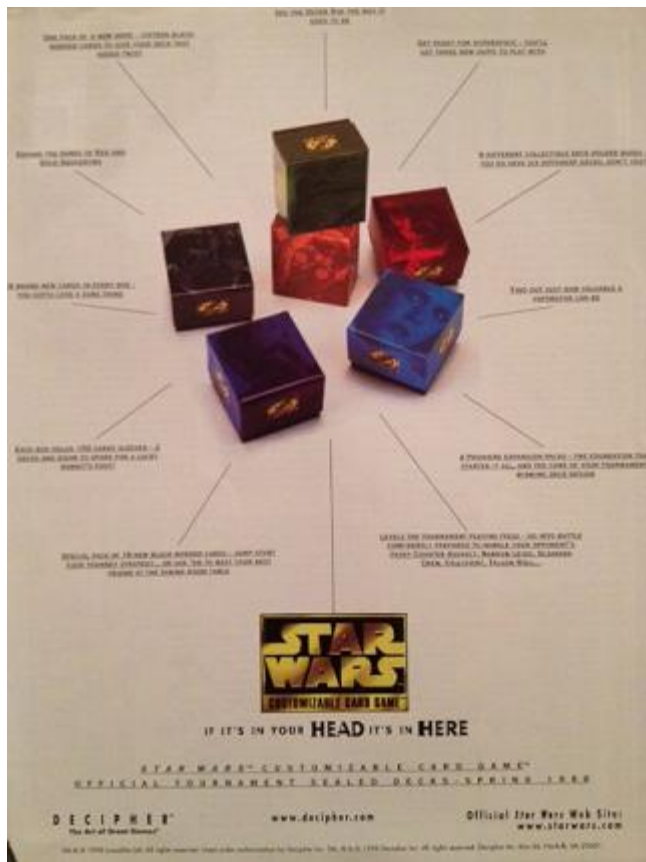
Endor Expansion – 1999

- Another weapon that shoots itself right into your Used Pile
- Prepare to “Set the Charges”
- Ewok Spears vs. Plastoid Armor: place your bets
- They’re much cuter than Jawas and much better armed!
- Sticks and stones may break my AT-ST but...
- Finally cancel an Ewok Rescue
- They’re furry, they’re fuzzy and they’re bad
- Find out who has a really bad feeling this time
- Who you callin’ a “chicken walker?”
- If Ewoks had been meant to fly...
- Ride shotgun on a speeder bike
- Learn to “fly casual”



First Anthology

- Take your next step into a larger world
- Two A New Hope boosters – the Superlaser, the other way to deal with Echo Base
- Two 60 card white bordered Premiere starter decks – a great foundation for your killer decks
- Six white border preview cards from Special Edition game – if you suddenly become everyone’s best friend, you’ll know why
- Rules supplements for A New Hope, Hoth and Dagobah – now you can be the expert
- A durable card carrying case – tells everyone your cards are serious enough to be taken care of... seriously
- Two Hoth booster packs – it’s feeding time at the wampa cave
- An 11 card Jedi Pack – don’t leave Tatooine without it



Official Tournament Sealed Decks – Spring 1998

- See the Outer Rim the way it used to be
- Get ready for hyperspace – you'll get three new ships to play with
- 6 different deck holder boxes – you do have six different decks, don't you?
- Find out just how valuable a vaporator can be
- 4 Premiere expansion packs – the foundation that started it all, and the core of your tournament-winning deck design
- Levels the tournament playing field – go into battle confidently prepared to handle your opponent's pesky Counter Assault, Nabrun Leids, Scanning Crew, Collision!, Tallon Roll...
- Special pack of 18 black-border cards – jump-start your tourney strategy... or use 'em to beat your best friend at the dining room table
- Each box holds 150 cards sleeved – 2 decks and room to spare for a lucky rabbit's foot
- 18 brand new cards in every box – you gotta love a sure thing
- Expand the ranks of Red and Gold squadron
- One pack of A New Hope – fifteen black-border cards to give your deck that added twist

Corporate Promotions

Rebel Squadron Medal

- Given out as part of the 1997 Rebel Squadron Promotional Tour



Business cards for the Red Squadron member(s)



Executive Gift Set: Released towards the end of Decipher's print run in 2001, the gift set is a boxed set containing (almost) 2 complete sets of Limited Premiere in a white box with a black top featuring the SWCCG logo and "Decipher – The Art of Great Games" embossed in gold.

Contents:

- A complete "cut set" of Limited Edition Premiere (in the reverse order that they appear on the sheets)
- 1 Rulebook (from the Unlimited Starter Decks)

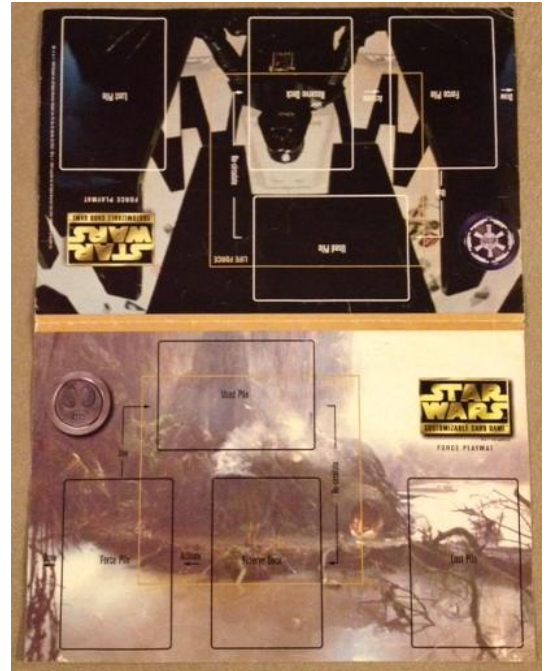


Magazine Promotions

Often times gaming magazines, usually *Inquest* or *Scrye* featured promotions involving Star Wars CCG. (Note: this section just features the exclusive, non-card promotions. The over-sized/under-sized cards and stickers are listed above and instances where the magazine merely provided an alternative way to get the card, e.g. the Jedi Pack or corrected Asteroid Sanctuary, are listed with that card's entry.)

Force Playmat

- Promotional item polybagged in *Inquest* #38 (June 1998)
- One single sheet (that could be torn at the middle to create two separate playmats, one Dark Side and one Light Side-themed)
- Dark Side theme featured Darth Vader in his Mediation Chamber
- Light Side theme featured Yoda's Hut



Scrye Player's Guide

- Promotional item polybagged in *Scrye* 4.3 (August 1997)
- 40 page booklet with the game text and card information on all cards from Premiere through Dagobah

Scrye Rules Supplement Booklet (A New Hope - Cloud City)

- Promotional item polybagged in *Scrye* 4.5
- 10 page booklet containing each rules supplement from A New Hope through Cloud City and also a Cloud City card check list



Notable Magazine Covers and Coverage:



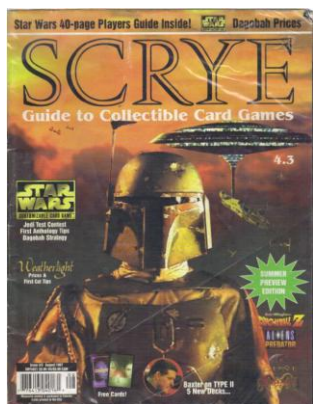
Scrye # 18 (Feb. 1997)

- Included 11-card Jedi pack
- Articles about Hoth expansion (including Main Power generators)
- Hoth Rules supplement
- Hoth card check list



Scrye # 4/2 (June 1997)

- Included a shrink-wrapped set of Red Leader in Red 1 and Gold Leader in Gold 1 promos
- Dagobah articles
- Dagobah rules supplement
- Dagobah card checklist



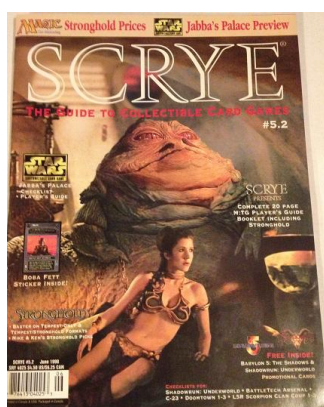
Scrye # 4/3 (August 1997)

- Included 40-page players guide (with all card text up through Dagobah)
- Jedi Test contest
- First Anthology article
- Dagobah strategy articles



Scrye # 4.4 (November 1997)

- Included 2 sealed Asteroid Sanctuary cards with revised text
- Cloud City preview and checklist



Scrye # 5.2 (June 1998)

- Included Boba Fett oversized sticker
- Jabba's Palace rules supplement
- Jabba's Palace card checklist
- Jabba's Palace player's guide

Acknowledgments

This guide is intended to provide both current and former players and collectors of Decipher's Star Wars Customizable Card Game with an accurate history of each set release and promotional item produced for the game. It will be subject to revision for accuracy and completeness. As more products are re-discovered and information is obtained, they will be added to subsequent revisions of the guide. If in the process of compiling the material for the document, some inaccurate information made its way into this guide, or you have additional information you think should be included, please contact [Indiana Jones, Jedi Knight](#) so that it may be amended and included in a future release.

Additionally, while many pictures came from private collections, a few of the images used in this document were obtained via "Google" searches or even contained within posts to the Players Committee website forums (www.starwarsccg.org). Although the images were borrowed with the intent of sharing the information with fellow players and collectors, if you believe you are the owner of such image and/or are unwilling to share it despite putting it on the internet or to the forums, you may also contact [Indiana Jones, Jedi Knight](#) or a member of the Advocate Council to have it removed or credited to you.

Finally, while much of the information in the guide was obtained either through personal knowledge or experience in collecting the cards, portions of it have been obtained through message board posts or emails with other players of the game. As this guide is more about providing information about the collecting aspect of the game in one centralized document than it is to be a resume of "who knows what," by design, no one was "credited" with an image or information unless they specifically asked to be or if the information they provided was so essential that it would be tantamount to not citing them as a source. However, it would be a mistake to not give a special thank you to all of the various posts in the [PC Collecting Thread](#) (especially from [ShadowLeader](#)), and pictures provided by a number of very helpful players, including [Hayes](#), which were beyond instrumental. So a special thanks and show of gratitude to them, as well as all others.

RELEASES:

-- Version 1.0 (10/2014):

NOTE: This document was created on behalf of the Star Wars CCG Players Committee and is neither endorsed by or sponsored by LucasFilm Ltd. nor Decipher, Inc. It is distributed for educational reasons on behalf of the Star Wars CCG Players Committee, and not for profit.